======= WPI =======

TI - Image processing system using TV game machine, displays photographed image based on software stored in CD-ROM of game machine upon inserting memory cassette having photographed image into game machine

AB - JP2000102673 NOVELTY - A memory cassette (9) stores image photographed by a digital camera (11). Upon inserting the cassette into game machine (1), photographed image is displayed based on software stored in CD-ROM (7) of game machine. A TV receiver (3) performs the display.
- USE - For processing image picked by digital camera and stored in memory card using TV game machine.
- ADVANTAGE - Enables performing easy display of photographed image, as memory cassette of game machine functions as memory card of digital camera.
- DESCRIPTION OF DRAWING(S) - The figure shows schematic block diagram of the image processing system.
- Game machine 1
- TV receiver 3
- CD-ROM 7
- Memory cassette 9
- Digital camera 11
- (Dwg.1/6)

PN - JP2000102673 A 20000411 DW200029 A63F13/00 008pp
PR - JP19980278140 19980930
PA - (HORI-N) HORI DENKI KK
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AN - 2000-332323 [29]

======= PAJ =======

TI - PICTURE PROCESSING SYSTEM USING TV GAME MACHINE

AB - PROBLEM TO BE SOLVED: To provide a picture processing system for easily using a pictures shot by a digital camera using a TV game machine.
- SOLUTION: In a picture processing system comprising a TV game machine 1, a TV receiving apparatus 3 connected to the TV game machine 1, a DC-ROM 7 recording soft ware used to be assembled to the TV game machine 1, a rewrittable memory cassette 9 used to be assembled to the TV game machine 1 for recording a proceeding situation of the game, and a digital camera 11 having this memory cassette 9 as a recording carrier of the shot pictures, the TV game machine 1 reads out the picture shot by the digital camera 11 memorized in the assembled memory cassette 9 on the basis of the soft ware recorded in the assembled CD-ROM 7 to output and display them on the TV receiving apparatus 3.

PN - JP2000102673 A 20000411
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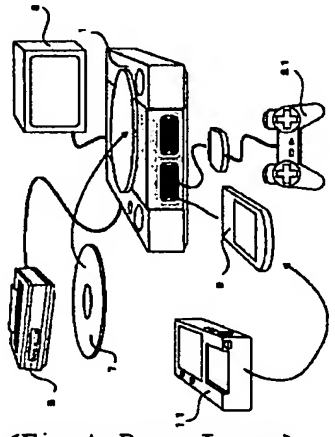
IN - HASHIGUCHI SADAO;YAMAMOTO TAKASHI;NISHIMURA TOSHIFUMI
I - A63F13/00



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PATENT ABSTRACTS OF JAPAN

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(54) PICTURE PROCESSING SYSTEM USING TV GAME MACHINE

(57) Abstract:
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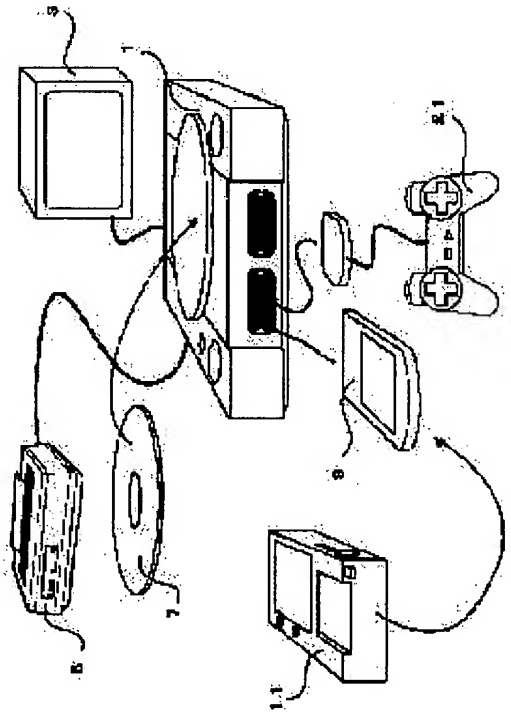

LEGAL STATUS

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* NOTICES *

1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention] This invention relates to the image processing system which enabled it to deal with the image photoed by the digital camera simple with a video game machine.
[0002]
[Description of the Prior Art] The image photoed with the digital camera is stored in predetermined record media, such as a memory card, a floppy disk, etc. with which it is equipped, in a predetermined graphics format. The user of a digital camera equips a personal computer with this record medium directly, appreciates the image which **** etc. carried out the predetermined interface cable, downloaded to the personal computer, and was photoed using predetermined application software, or is adding and enjoying edit. Therefore, it can be said that personal computers are necessaries for a digital camera.
[0003]
[Problem(s) to be Solved by the Invention] On the other hand, together with the spread of personal computers, it is remarkable, the engine performance is also equal compared with a personal computer, or spread at the ordinary homes of the latest video game machine is improving even more than it. And compared with a personal computer, the price of a video game machine is cheap, actuation is also easy, and many companies which fixed their eyes on the marketability of a video game machine are competing fiercely to development of the software which utilized the video game machine.
[0004] By the way, the video game machine equipped with the R/W equipment of the memory cassette used for the application of recording the advance situation of a game temporarily is also developed as indicated by JP,7-313730,A recently. The memory cassette used for this video game machine is presenting structure completely equivalent to the memory card used as a record medium of the digital camera mentioned above in that nonvolatile memory is built in the interior.
[0005] Then, this invention persons thought that the image photoed with the digital camera could be used simple with a video game machine paying attention to this point by making into the memory cassette of a video game machine, and common specification the memory card used for a digital camera.

[0006] This invention aims at offering the image processing system which enabled it to use the image photoed by the digital camera using the video game machine simple.
[0007]
[Means for Solving the Problem] Invention given in the 1st claim of this invention for attaining this purpose The portable mold record medium L with which a video game machine, the display linked to this, and the software equipped with and used for said video game machine were recorded The portable mold record medium S of a rewritable non-volatile with which the advance situation of the game equipped with and used for said video game machine etc. is recorded It is an image processing system using the video game machine constituted by the digital camera used as the record medium of the image which photoed this portable mold record medium S. The image photoed by said digital camera

memorized by said portable mold record medium S with which it is equipped with said video game machine based on the software currently recorded on said portable mold record medium L with which it is equipped is read. Suppose that the display output of this is carried out to a display.
[0008] Moreover, if it is in invention given in the 2nd claim of this invention, said video game machine decides to perform edit processing of said digital image automatically based on the software currently recorded on said portable mold record medium L with which it is equipped.
[0009] Moreover, if it is in invention given in the 3rd claim of this invention, said video game machine decides to perform edit processing of said digital image by interactive processing between users based on the software currently recorded on said portable mold record medium L with which it is equipped.
[0010] Moreover, suppose that it has the function which carries out the printout of the image photoed by said digital camera currently recorded on said portable mold record medium S with which it is equipped based on the software currently recorded on the portable mold record medium L with which printer equipment is connected to said video game machine, and it is equipped with said video game machine to said printer equipment if it is in invention given in the 4th claim of this invention.
[0011] Moreover, if it is in invention given in the 5th claim of this invention, said video game machine presupposes that the TV game using the image photoed by said digital camera currently recorded on said portable mold record medium S with which it is equipped is gone on based on the software currently recorded on said portable mold record medium L with which it is equipped.
[0012] Moreover, invention given in the 6th claim of this invention The portable mold record medium L with which a video game machine, the display linked to this, and the software equipped with and used for said video game machine were recorded The portable mold record medium S of a rewritable non-volatile with which the advance situation of the game equipped with and used for said video game machine etc. is recorded It is an image processing system using the video game machine constituted by the digital camera used as the record medium of the image which photoed this portable mold record medium S. Said video game machine decides to go on a TV game using the image photoed by said digital camera currently recorded on said portable mold record medium S with which it is equipped based on the software currently recorded on said portable mold record medium L with which it is equipped.
[0013]
[Embodiment of the Invention] = The configuration of == image processing system = the whole image processing system configuration by one example of this invention is shown in == drawing 1 . As shown in this drawing, an image processing system is constituted by the digital camera 11 used as a record medium of the image which photoed CD-ROM7 (it is equivalent to the portable mold record medium L in a claim) and the memory cassette 9 (it is equivalent to the portable mold record medium S in a claim) with which a video game machine 1, the television receiver 3 (it is equivalent to the display in a claim) linked to this and printer equipment 5, and a video game machine 1 are equipped, and the memory cassette 9.
[0014] The block configuration of a video game machine 1 is shown in drawing 2 . A video game machine 1 CPU-ROM-RAM The main computer 13 and the picture signal which are constituted by containing As opposed to the image processing processor 15 which carries out a generation output, the speech processing processor 17 which carries out the generation output of the sound signal, the CD-ROM equipment 19 which reads the predetermined data currently recorded on CD-ROM7 with which it is equipped, and the memory cassette 9 with which it is equipped It is constituted by the printer IF 27 to which the controller IF 25 which the memory cassette (InterFace) IF 21 which write data, and the game controller 23 connect, and printer equipment 5 are connected, serial IF29 for external instrument connection, etc. Each above component connects through a system bus 30.
[0015] Software, such as a game program performed with a video game machine 1, is recorded on CD-ROM7. It is being begun suitably to read the program currently recorded on CD-ROM7, and a video game machine 1 performs it.
[0016] The internal structure of the memory cassette 9 is shown in drawing 3 . The flash EEPROM 31 which is the memory device of a non-volatile was built in, and each connection terminal of a flash

EEPROM 31 has connected with the contact pin 33 through a lead.
[0017] The perspective view at the time of seeing a digital camera 11 from a tooth back to drawing 4 is shown. A digital camera 11 is equipped with the switch 45 for performing various functional setup of the liquid crystal panel 43 which performs the display of the image currently recorded on the memory applied part 41 and the memory cassette 9 by which a tooth back is equipped with said memory cassette 9 etc., and a digital camera 11, and equips a side face with the ejection carbon button 47 of the memory cassette 9. A digital camera 11 is recorded on the memory cassette 9 equipped with the image photoed suitably by the memory applied part 41. Moreover, there are the optical lens 49 (not shown) and a flash unit 51 (not shown) in the transverse plane of a body of a digital camera 11, and there are a shutter 53 and a number indicator 55 of film ** in the top face of a body further.
[0018] The block configuration of a digital camera 11 is shown in drawing 5 . A digital camera 11 centers on the microcomputer 61 which carries out generalization control of the whole equipment. As opposed to this microcomputer 61 As opposed to the memory cassette 9 with which the lens control section 63 which performs the focus of the optical lens 49, the ranging section 67 which measures photographic subject distance, the photometry section 69 which measures the brightness of a photographic subject, the shutter control section 71 which performs control of a shutter 53, and the memory applied part 41 were equipped R/W of the image of a predetermined format While performing color tone amendment of the memory control section 73 to perform, the CCD control section 77 which controls the image pick-up actuation (charge storage actuation) of CCD (Charge Coupuled Device)75 and CCD75 in which the light which passed along the optical lens 49 carries out image formation, and the pixel signal of CCD75 etc. The image amendment section 79 which transmits the pixel signal to the memory control section 73, the liquid crystal control section 81 which performs the display control of a liquid crystal panel 43, a switch 45, the number indicator 55 of film **, a flash unit 51, etc. connect, and are constituted.
[0019] = Use gestalt == of == image processing system = explain per 1 use gestalt of the image processing system by this example by making into an example the case where it is equipped with CD-ROM7 on which the role playing game equipped with the function which captures next the image photoed by said video game machine 1 with the digital camera 11, and compounds the image into the face part of the hero of a game was recorded. In addition, the following explanation is explained according to the flow chart shown in drawing 6 .
[0020] If a user equips with CD-ROM7 by which the role playing game was recorded on CD-ROM equipment 19 and performs predetermined reset action (100), a video game machine 1 will read a game program from CD-ROM7, and will start the activation (110). A role playing game first asks whether use the image of a digital camera 11 for a game character by interactive processing between the users by the television receiver 3 or the game controller 21 to a user at the time of the activation initiation (120). When a user does not wish use of the image of a digital camera 11 as a result of this inquiry, game initiation is carried out using the character image currently prepared by the default (300). It investigates whether the video game machine 1 is equipped with the memory cassette 9 by which the image photoed by the digital camera 11 is recorded on the other hand when a user wishes use of the image of a digital camera 11 (130), and when not equipped, a user is required to equip with the memory cassette 9 (140).
[0021] If a video game machine 1 is equipped with the memory cassette 9, it will be asked to a user whether a role playing game edits the image registered into the memory cassette 9 (150). When a user wishes to edit, an image is edited by processing of ** of the following - **.
[0022] ** Indicate the image currently recorded on the memory cassette 9 by list, and make a user choose one of these (160).
** Display the selected image on a screen and provide a user with an image edit function. When printing directions are performed by the user during image edit, the printout of the image image under edit is suitably carried out to printer equipment 5 (170).
** Answer the predetermined termination actuation by the user and store the image after edit in the memory cassette 9 (180).
** In asking a user whether edit another image and editing, it repeats processing of ** - ** (190).

[0023] Next, a role playing game processes following [1] - [3], and sets up the image used for the character which appears in a game.
[0024] [1] Make a user choose the character which is going to display and set the list of characters which appears in a role playing game as the television receiver 3 (200).
[2] Make the image which compounds and uses the image currently recorded on the memory cassette 9 for the character which chose as the television receiver 3 by the chart example, and was chosen as the user by [1] choose from these (210).
[3] In asking a user whether set up another character and setting up, it repeats processing of [1] - [3] (220).
[0025] After the above setting actuation is completed, a role playing game is started, and a role playing game compounds suitably the image set up by the procedure mentioned above in the face image of each character displayed into a game, and advances a game (300).
[0026] = Example == of == and others = although he is trying to make a user edit the image which showed to the aforementioned ** and was captured from the memory cassette 9 by interactive processing between users like in the role playing game mentioned above For example, the algorithm which edits the image automatically captured from the memory cassette 9 is built into a role playing game. A user may enable it to choose the automatic image edit function by this algorithm, and the image edit function by manual actuation of the user by the aforementioned ** as arbitration.
[0027] It does not provide as one function of game software like the role playing game which mentioned above the software which performs edit processing of the image currently recorded on the memory cassette 9, but the software which edits specially the image currently recorded on the memory cassette 9 (a print facility may be included) is offered by CD-ROM7. Moreover, this software may be stored in ROM in a video game machine 1 etc. as a standard function of a video game machine 1.
[0028] Moreover, although the example mentioned above explains as an example the video game machine 1 of the method with which software is supplied by CD-ROM7, it is applicable also to the video game machine of the method which supplies software by the ROM cartridge with a natural thing.
[0029] Moreover, the program using the image photoed by the digital camera 11 is applicable to other various game software, such as a sport-combative game with which the image which it is not necessarily restricted to the role playing game mentioned above, for example, was captured was made for a game character to fight as a background image in the front face of Perilla frutescens (L.) Britton var. crispa (Thunb.) Decne., and a racing game which advances a game into a racer's face part using the captured image.
[0030]
[Effect of the Invention] Since the image processing system of this invention enabled it to use the memory cassette equipped with and used for a video game machine also as a memory card which records the image of a digital camera, it can edit the image photoed with the digital camera simple with a video game machine, or can be printed.
[0031] Moreover, since a user captures the original image photoed with the digital camera for the game software performed with a video game machine and enabled it to utilize, a user can be provided with how with the taste different from the case where a game is played with the image currently prepared for game software by the default like before to enjoy oneself.

[Translation done.]